# Arcade Games

ALPHA PROBE

Your mission is to explore strange new planets and land on the planet safely. Collect fuel and explore another. All the features of a great arcade game.

ACZ 014 **ZX81 16K**
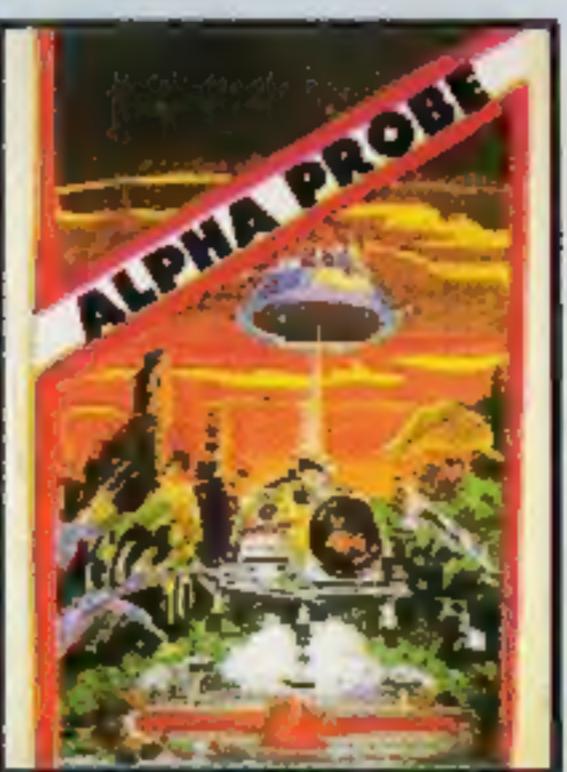
GOBBLEMAN

You are doomed to roam through the haunted maze until you are eaten alive by the residents, a pack of hungry ghosts - GOBBLEMEN. You must eat food to live, and magic dots allow you to eat ghosts for a short while. All the features of an arcade-type game.

ACS 048

SPECTRUM 16K/48K

ZX81 16K ACZ 012

1K GAMES PACK

Eleven high quality interactive graphics games all on one cassette which run in 1K. Each game is excellent value providing hours of fun. Most require skill which develops as you play. The first game is a game of chance called Slot machine. The last is the addictive game of The Wall. In order, they are Slot Machine, Art, Slalom, Catch Me If You Can, Space Pirate, Spacefire 1, Spacefire 2, Car Crash, Man-Eating Budgies, Maze, The Wall.

Fun with the Basic ZX81 ACZ 013
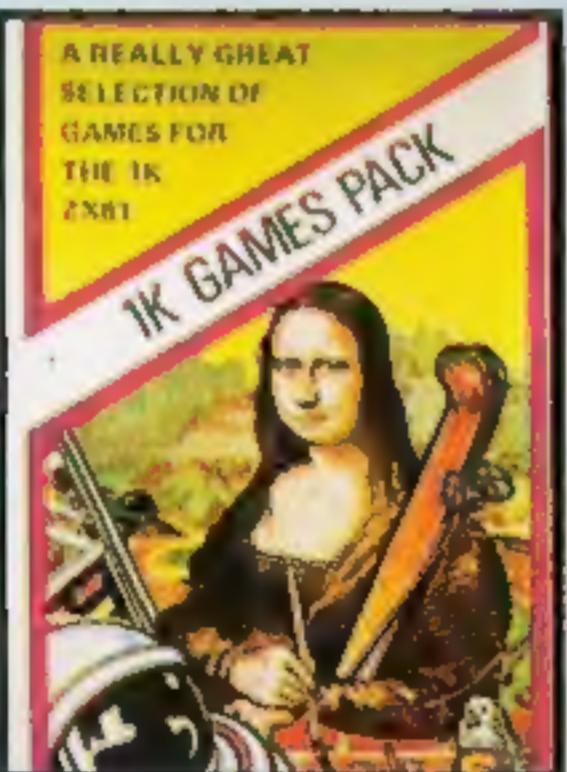
SNAKE

You control your pet snake, he must eat flies and bugs to live and grow, but around his lair are poisoned mushrooms. He mustn't give himself a poisonous bite or eat the mushrooms or it will be his doom. ACV 028

UNEXPANDED VIC 20

Arcade Games

3D COMBAT ZONE

You must travel across the flat plains and battle with enemy 3D tanks, supertanks and flying saucers. This incredible hi-resolution program will give you all the excitement of the original arcade game and includes a battle readout and radar above your sights. Watch the 3D effects in wonder, but beware of your enemy's shells. Full explosion, firing, turning and moving effects and personalised scoring.

*Kempston-Sinclair Joystick Compatible.

48K SPECTRUM ACS 046

GALAXIANS

This full colour, hi-resolution, fast action machine code program is an exciting as the classic arcade game. There are nine levels of play in which you must defend yourself against suicidal Galaxian fighters which swoop down to bomb you. These are full explosion effects, with personalised scoring and a high score routine.

ZX81 16K ACZ 010

16K/48K SPECTRUM ACS 045
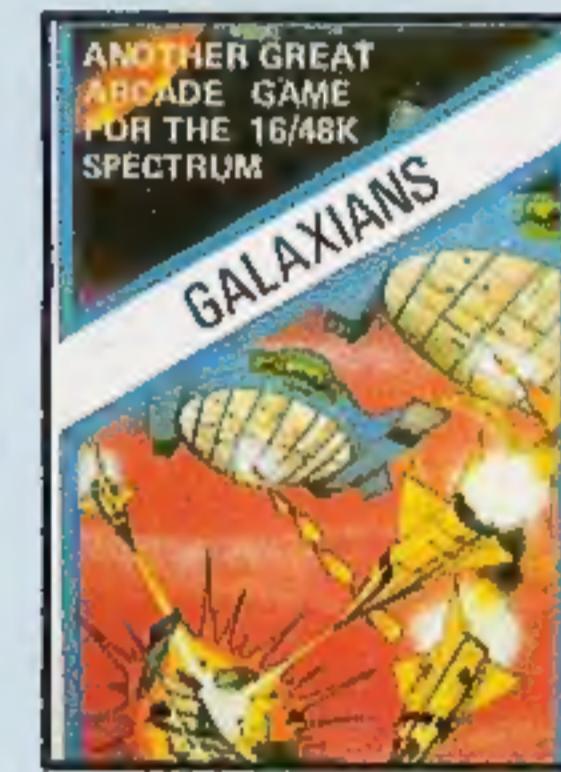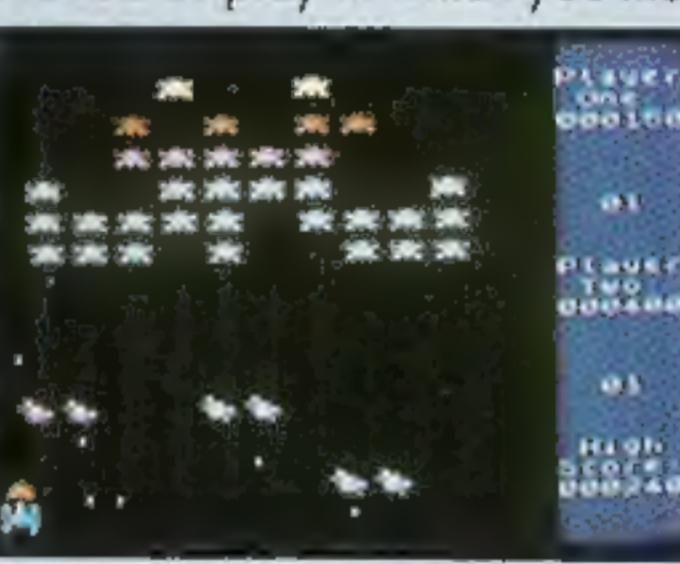
*Kempston-Sinclair Joystick Compatible.
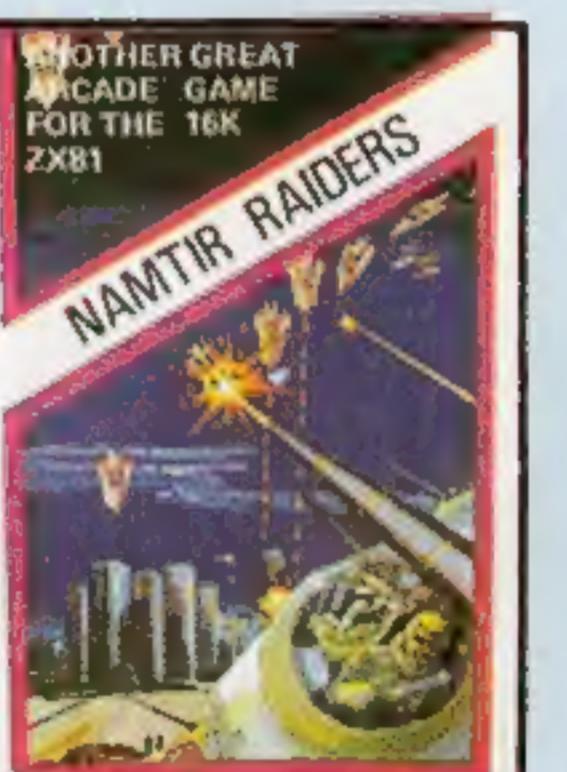
NAMTIR RAIDERS

This is a high speed, fast reflex action arcade type game. The object is to shoot down as many of the raiders as possible without being hit too often. The raiders come in four separate formations. You have five bases. Extra base can be gained by destroying all four waves of attackers. Three levels of difficulty.

ACZ 011 **ZX81 16K**

RAIDER

You are the pilot of a cosmic jet fighter and have been sent on a mission to attack the planet THARG. You have bombs and missiles to help you, but be careful you don't run out of fuel. More fuel is acquired by bombing fuel dumps.

ACZ 009 **ZX81 16K**

Arcade Games

INVADERS

The classic arcade game with many different features. 9 levels of play. The game uses real Hi Resolution graphics with the Invader moving one pixel at a time!

Great Sound Effects

4 variations of game.
1 - Normal Invaders
2 - Bombs coming at different angles
3 - Mutant Invaders
4 - Combinations of 2 & 3.

The best available
SPECTRUM 16K/48K ACS 050
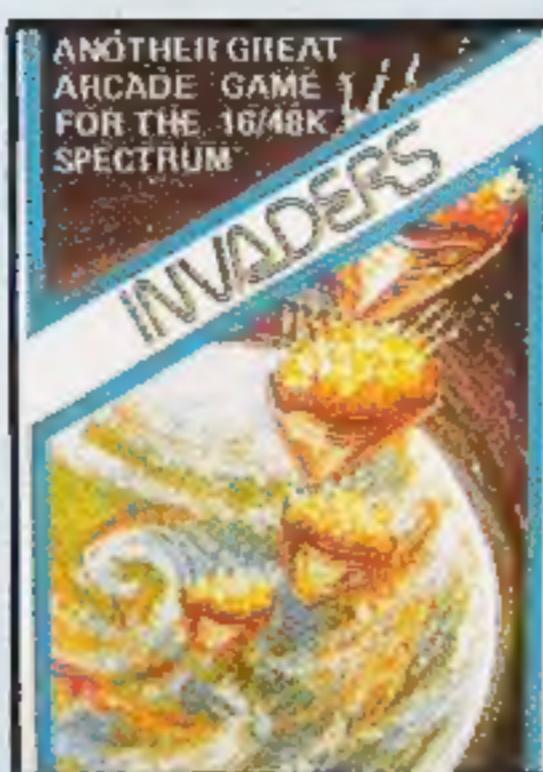
HUMPTY DUMPTY MEETS THE FUZZIE WUZZIES

Humpty has to make his way from the start base to his house whilst avoiding the Fuzzie Wuzzies, snappers and bombs. Humpty Dumpty has the use of teleports which can transfer him automatically but they are guarded. This game has fine graphics and is played by rotating the screen so that Humpty Dumpty will move under gravity.
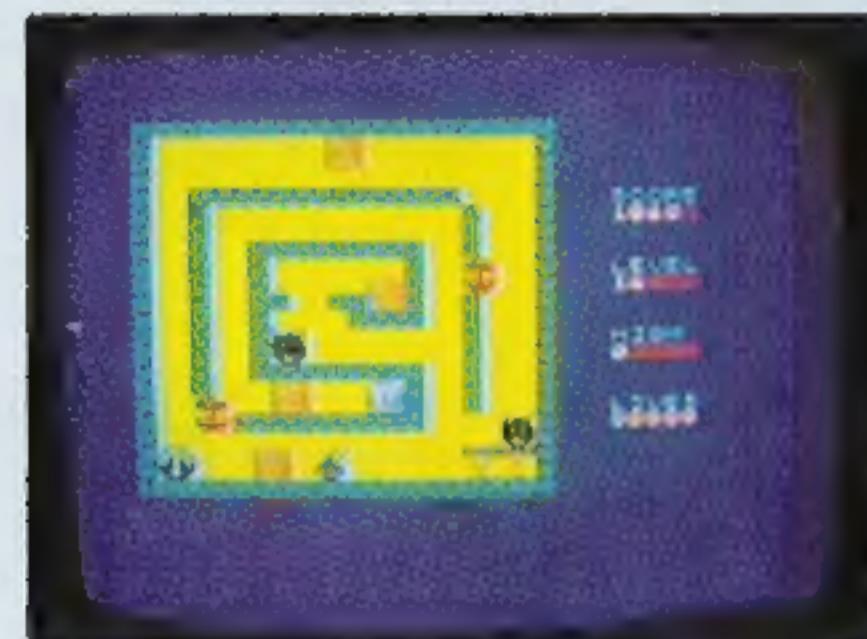
SPECTRUM 48K   **COMMODORE 64**
ACS 098   ACC 102

ENGINEER HUMPTY

Humpty is on the top floor of a factory building and he wants to put away his spanners into the toolbox. Unfortunately, the tool box is on the ground and Humpty can't be bothered to walk all the way down to put the spanners away. Leading down to the ground floor is a number of conveyor belts. It is your job to drop the spanners on the correct conveyor to allow it to reach the tool box. If you drop it on the wrong one then it is crushed by the nasty cog and hammer, and fouls up the works.

SPECTRUM 48K   **COMMODORE 64**
ACS 100   ACC 113

HUMPTY DUMPTY IN THE GARDEN

Humpty has a problem, how can he water the flowers without watering the weeds? Help him open the correct taps leading to the flowers and close the ones leading to the weeds. Then direct him over the weeds to stop any splashes reaching them and making them grow. If you do this correctly, then Humpty should have a lovely bed of flowers and is allowed to water his neighbour flowers.
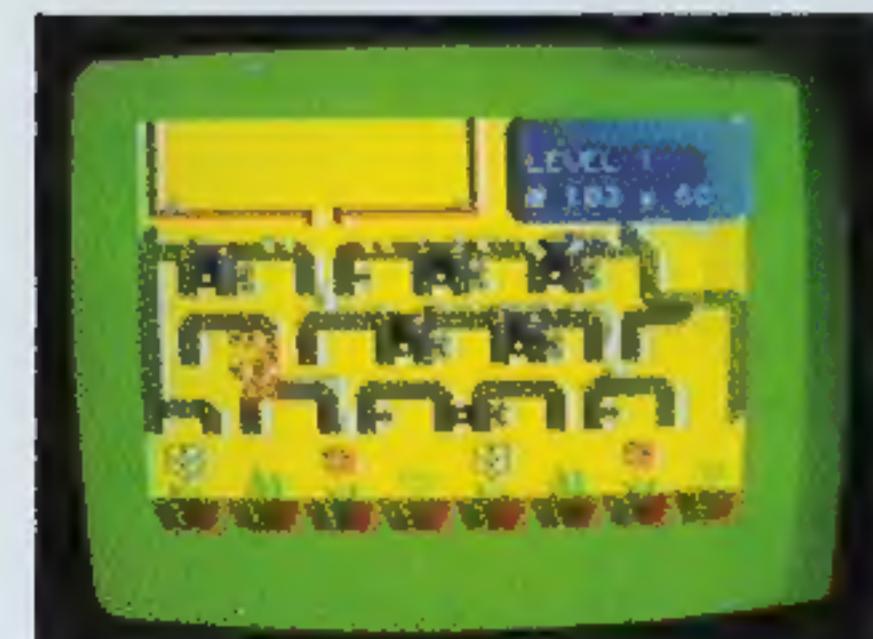
ACS 099   ACC 103
**SPECTRUM 48K**   **COMMODORE 64**

Arcade Games

ROAD RACERS

Drive your car around an unknown track.

Pass Checkpoint flags to score points. But watch out for other cars and your fuel. Highly competitive game. Full features of arcade game.

ACS 052   **16/48K SPECTRUM**

SCRAM 20

Your aim is to destroy the enemy base. Your high-speed ship has 100 gallons of fuel which can only be replenished by hitting fuel dumps - each worth 25 gallons and a bonus 10 points. Beware of deadly anti-intruder missiles worth 50 or 150 points and the indestructable mines - Zoids and Superzoids. The purple Glamps are harmless but worth 95 points, and keep an eye out for those UFOS. Full machine code.

VIC 20 ACV 030   *Joystick Option.
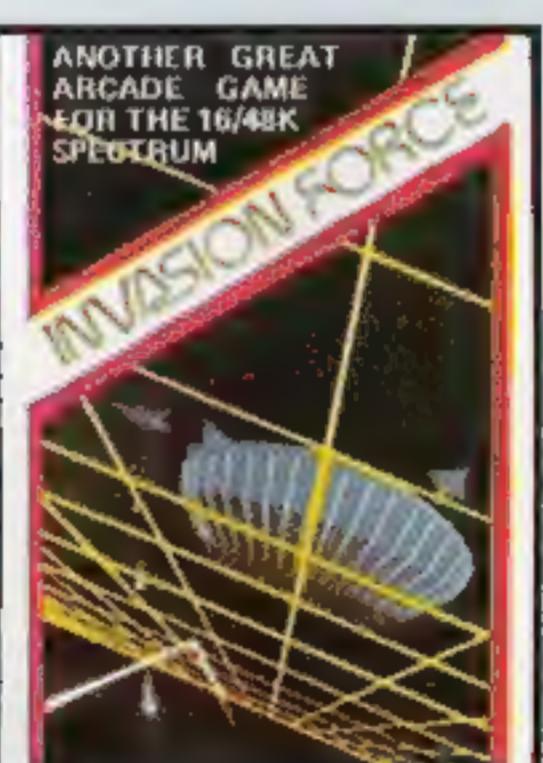
INVASION FORCE

INVASION FORCE is a high speed arcade game in which you have to break through the Aliens' Force Shield and destroy his Space Ship, beware of the Droids dropping bombs.

ZX81 16K ACZ 008

WORLD CUP

Can you lead your team to the World Cup? Up to nine players can play, each with a different team (country). Choose your team from a menu of countries, then prepare to play. Guide your men around the 3D pitch, and watch the crowd cheer as you score a goal! Depending on which team you are up against you will either play an opponent or the computer. Knock out all the other teams and you become the World Champions. Amazing animated action.

ACS 097   **SPECTRUM 48K**

Arcade Games

BEAR BOVVER

Ted is the proud owner of a new Sinclair Electric Truck. All was going well until one day, Ted notices his truck slowing down, "Oh dear" thinks Ted, "these batteries don't last long". He takes a long look around, suddenly he notices something glint in the sunshine at the top of a nearby renovated building. Batteries! Ted jumps out of his car and climbs the nearest ladder - at this point he realises that he is not alone!

SPECTRUM 48K
ACS 086

COMMODORE 64 ACC 094

MONKEY BUZINESS

Kong has kidnapped your girlfriend and you want her back! He is hiding her at the top of a renovated building. You have to climb a series of ladders avoiding the barrels which Kong is throwing down. Your only protection against the barrels are a number of umbrellas which allow you to float down from one floor to the next and some hammers to crush the barrels with. You reacha the top of the building reach out your hand to grab her - then Kong takes her and jumps onto the next building, once again you have a similar task ahead of you.
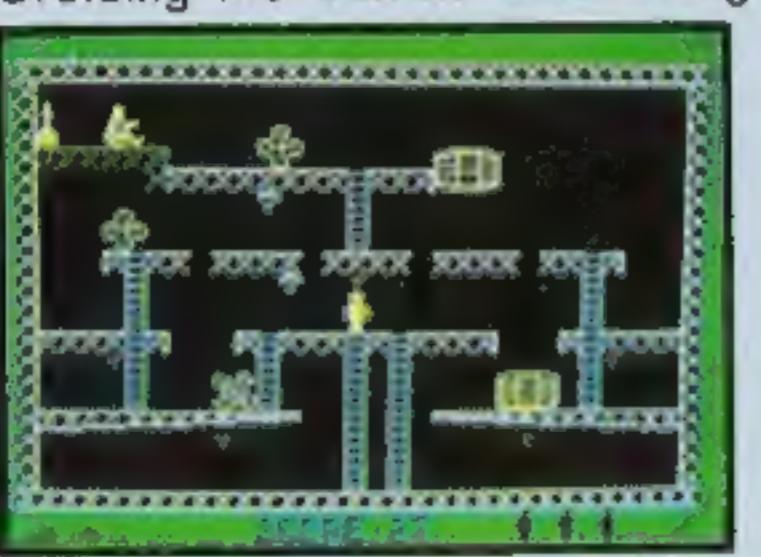
SPECTRUM 48K ACS 085

MR. WONG'S LOOPY LAUNDRY

Your task is to direct Mr. Wong around his laundry from floor to floor and collect items of clothing one at a time. Once you have collected an item of clothing you then have to take it to the top floor and drop it down the laundry chute. But beware - there are vicious irons and nasty soap suds out to get you! Your only protection is a packet of starch and this only stops them temporarily!

SPECTRUM 16/48K ACS 093
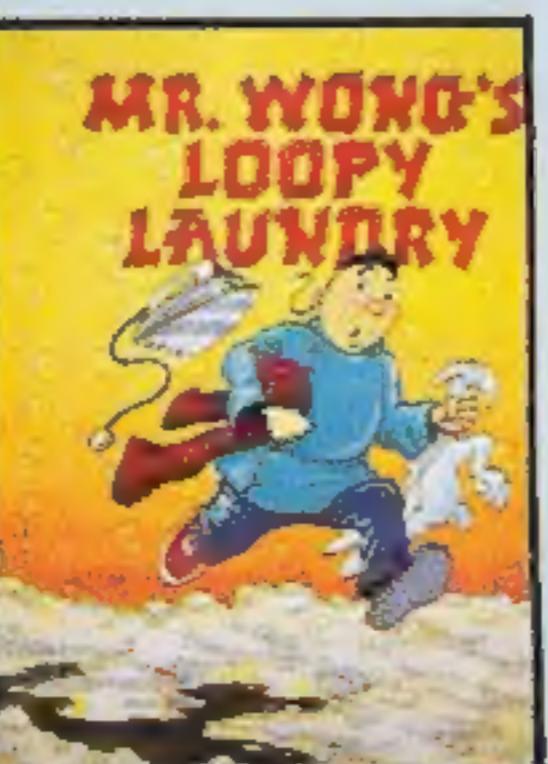
DIMENSION DESTRUCTORS ACS 058

Whilst on a mission to explore the unknown territories of the Galaxy, you encounter an alien force. You are too far from home to run away and hide, your only choice is to fight it out. In the distance, a mass of small spots appear, the dots grow larger until you can clearly see them - it is an alien space ship in true 3D form. Time now to fight for your life! **SPECTRUM 48K**
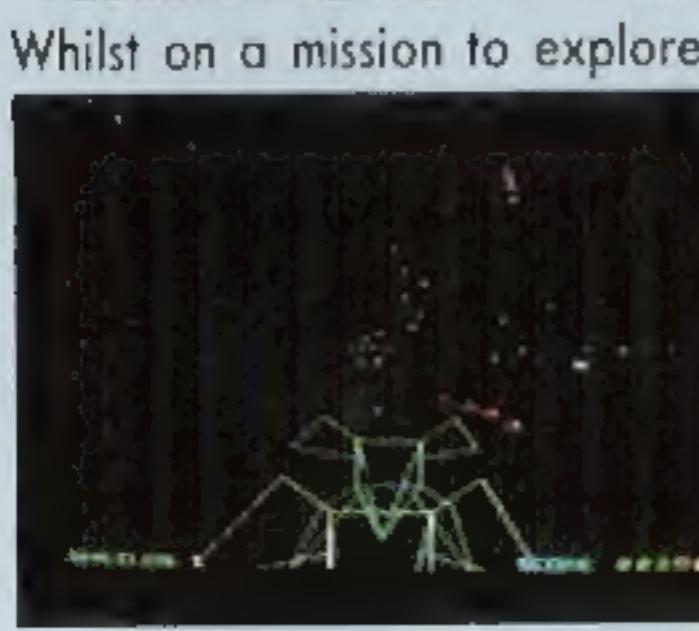
Arcade Games

BUG BLASTER

Bugs are descending towards you winding their way through the mushrooms. You must protect yourself with a Laser Base. But beware of the nasty insects who are out to get you.

VIC 20 UNEXPANDED ACV 104

MOTHERSHIP

The Mothership sends drone ships down the zarway to attack and destroy you. You must destroy them first to gain access to the Mothership. Once inside you must make your way to the control pad on the top level to gain control. You are then able to direct Mothership to homebase where you must break through the barrier of energy pods to destroy the planet generators.

SPECTRUM 48K
ACS 107

COMMODORE 64
ACC 082

EARTH DEFENCE

You are in control of three laser bases. Your mission is to defend the earth from alien invasion. Line your crosshair sight up on the on-coming missiles or bombs and fire your laser. You only have a limited amount of laser strength and time to defend the earth. For each wave of missile and bombs destroyed, the next is more difficult.

SPECTRUM 16/48K
ACS 057

DANCING FEATS

Become a musician in a matter of seconds. With the aid of your '64 and a Joystick it is possible to play music in various styles accompanied by a splendid display of coloured bars that match the notes. A menu option allows you to choose the bass, beat, style, tempo and on an ending for your masterpieces.
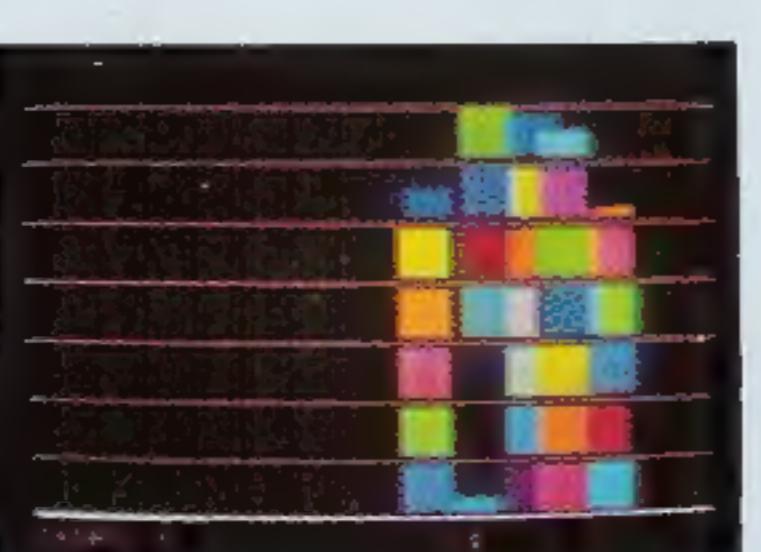
ACC 083 **COMMODORE 64**

Games of Skill

A REALLY GREAT CHESS GAME FOR THE 1K ZX81

1K ZXCHESS

"Technical excellence" provides the basic ZX81 with an excellent game of chess. Plays TWO opening moves and checks that all moves are legal. The board is displayed and moves made by a graphics notation.

1K ZX81 ACZ 003
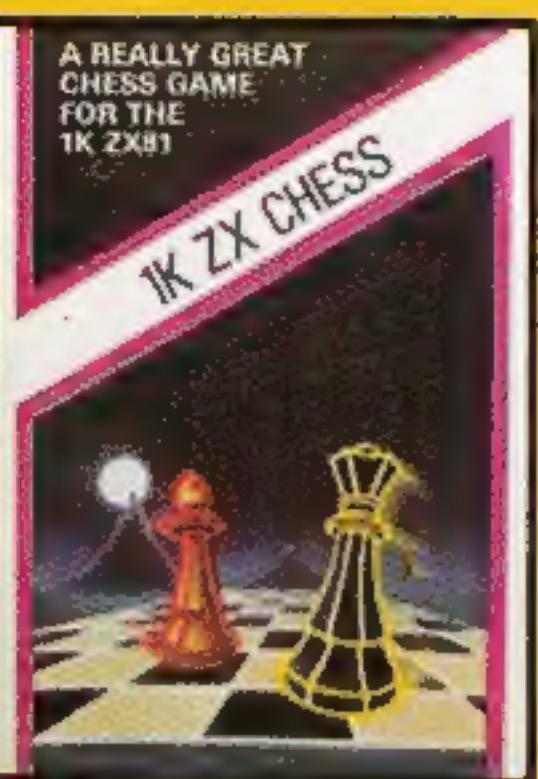
DEATHCHESS 5000

Highly original form of chess. At the beginning of the game you have the choice to play normal chess or 'Deathchess 5000' against the computer. Deathchess 5000 is played in the same way as normal computer chess but when taking a piece/or being taken, you switch to arcade mode. In which, the computer may challenge you at a variety of arcade games. If it beats you, then it switches back to chess mode and takes your challenging piece off the board. If you beat it, its piece is removed.
ACS 092   **SPECTRUM 48K**

JIGSAW

The ultimate graphics you can imagine are displayed in the program. The Computer shuffles one of two pictures around and you must move pieces to complete the jigsaw.

SPECTRUM 48K   ACS 043
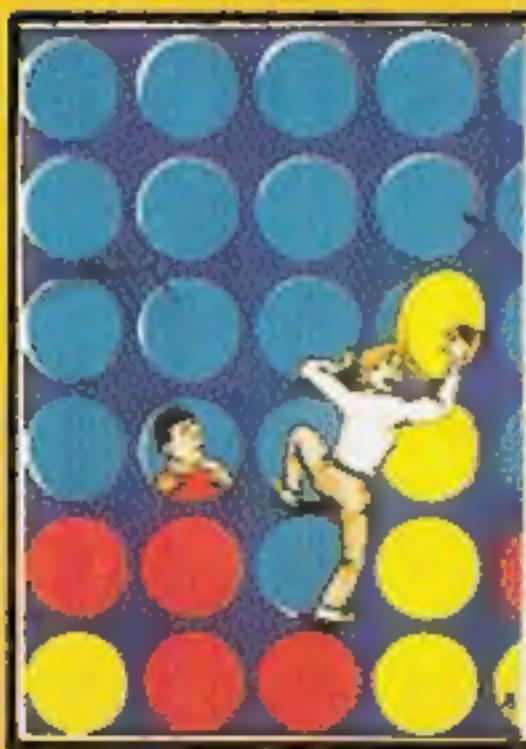
CONNECT 4

Pit your wits against a friend or the Computer. Take it in turns to drop counters to connect 4. Full graphics display.

ACV 032 **VIC 20**

LYNO

You've played board games, now try this exciting new word game, Lyno! Based around the 'Scrabble' concepts. Create words from a mass of jumbled letters to score the highest points possible. Land on the Ace or allow one complete line to touch both sides of the board, you gain extra points. Two player game - real family fun.

SPECTRUM 48K ACS 108

Games of Skill

GALAXY WARRIOR/ STARTREK
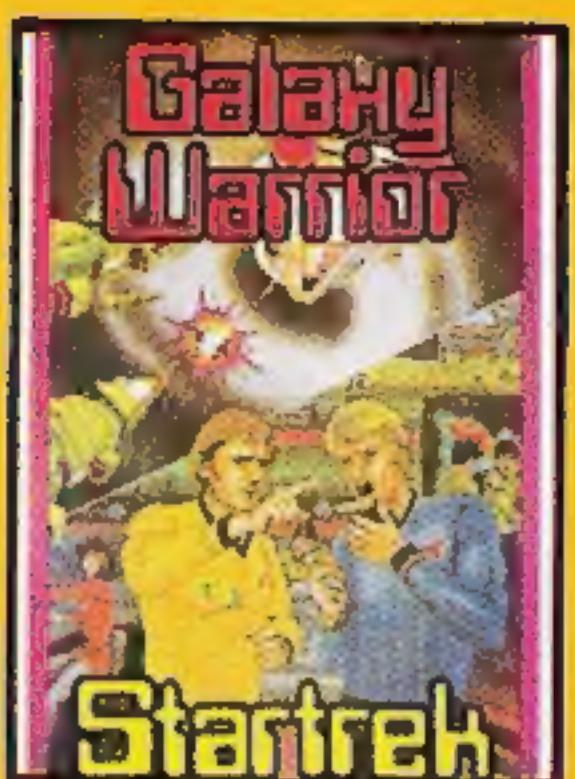
GALAXY WARRIOR: Interactive graphics game needing fast reflexes and co-ordination. Guide your ship skilfully through the galaxy destroying Klingons, scoring as you do when the galaxy is clear. Move through a black hole into another Varied levels of play.

STARTREK: The thinking man's space game. Your mission is to destroy - after finding them - the Klingons, but beware, they are devious! Status reports and all the features of larger games.
**ZX81 16K** ACZ 005

ZOMBIES/SWORD OF PEACE

ZOMBIES is an arcade type game in which you manoeuvre across the screen in such a way that the chasing Zombies, attracted by your heart beat, are lured into potholes.

SWORD OF PEACE is a famous adventure type game of dungeons and dragons. You direct your computer to collect the objects of the STATE from a dungeon to prove yourself worthy to become the Monarch of Oz. You meet monsters, not all bad, and cast spells.
ZX81 16K ACZ 006
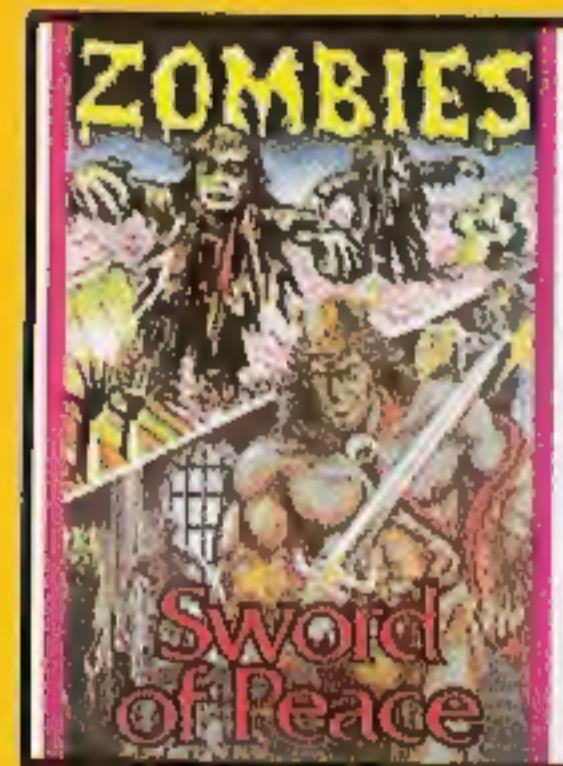
SNOOKER

This is an ideal opportunity for the armchair Athlete to learn to play snooker. The Computer automatically scores for you and displays the table on the screen. Highly addictive and a lot of fun.
ACS 041
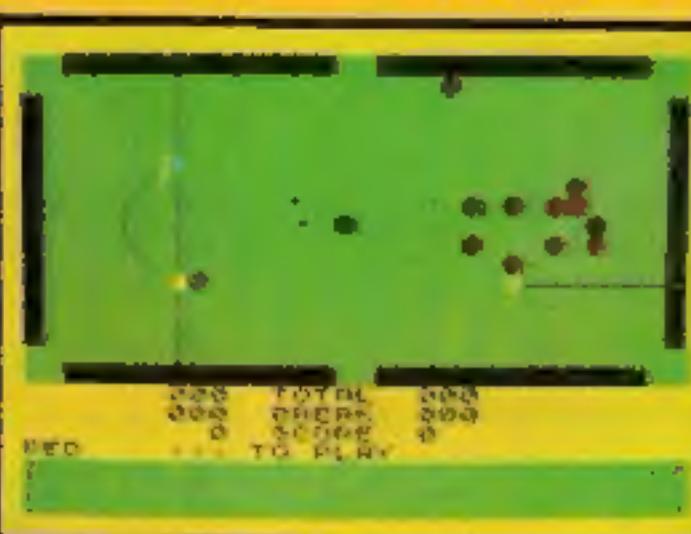
SPECTRUM 16K/48K
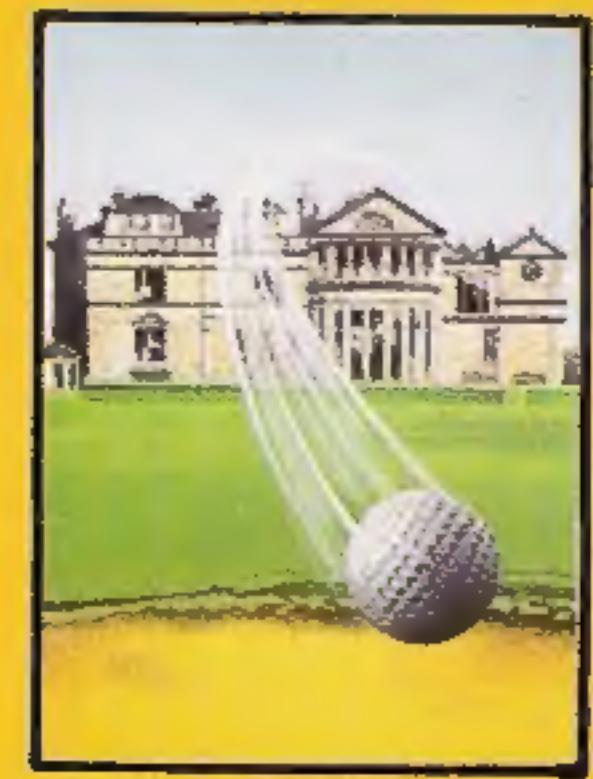
ST. ANDREWS (Golf program)

Once you have played this Golf program you will never want to try anyone else's. The program lets you play any of the eighteen holes on St. Andrews old golf course. Very good game to play.
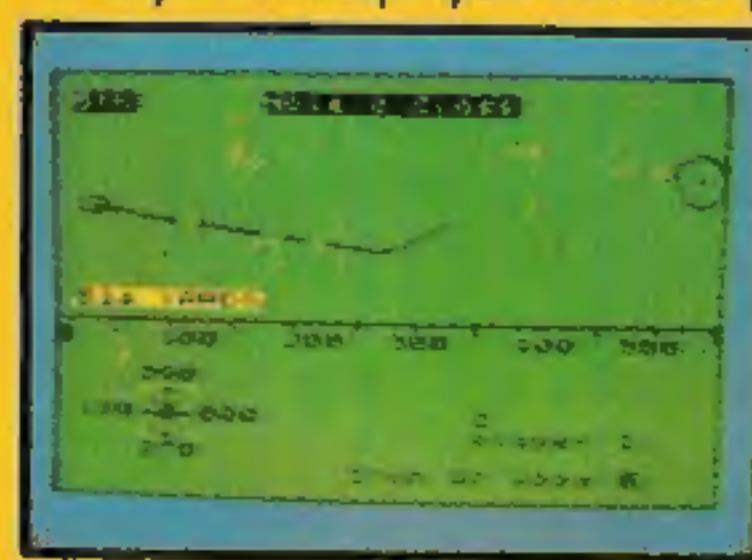
ACS 042 **SPECTRUM 48K**

Games of Skill

ON THE OCHÉ

If you enjoy the game of darts this is just for you! Choose from either 301, 401, 501 or 1001 and is designed for two competitors. By co-ordinating horizontal and vertical position with the correct weight of dart, will you be able to gain more points than your opponent and win the game?

ACS 114 **SPECTRUM 48K**

48K SPECTRUM CHESS II

ANOTHER GREAT CHESS GAME FOR THE 48K SPECTRUM
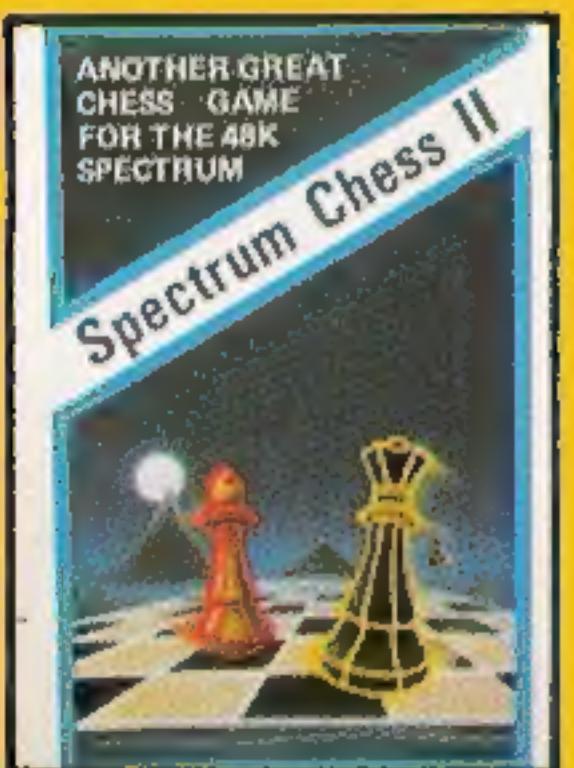
Spectrum Chess II

This program has again raised the chess standards from Artic Computing to new heights by providing a faster superior playing chess game. Spectrum Chess II has 1000 levels of play through its unique time limit feature. By choosing the maximum time during which the computer must make its move, you select the level of play. At any stage of the game, you may change sides and add or remove pieces. You can list and print out all the moves made and get the computer to recommend a move.

SPECTRUM 48K ACS 035

ZX CHESS II

ANOTHER GREAT CHESS GAME FOR THE 16K ZX81
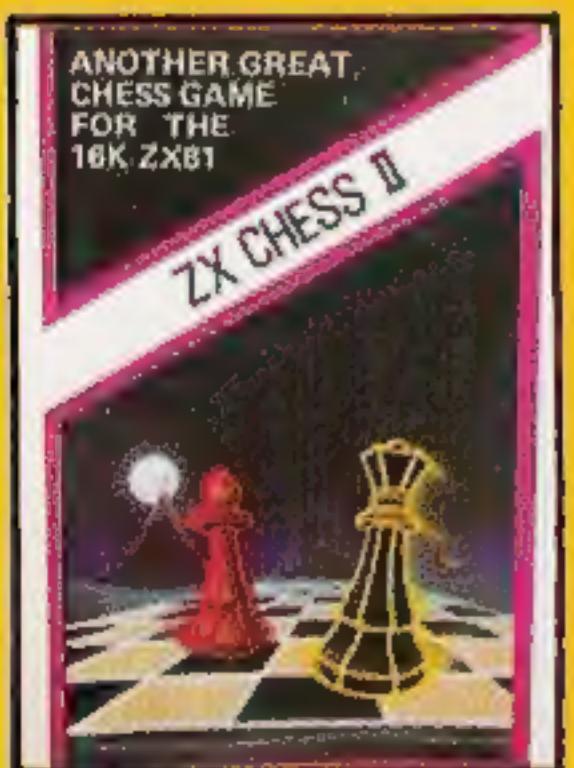
ZX CHESS II

This machine code program plays chess on SEVEN levels of skill. Four of these play within competition time limits faster and BETTER chess than any similar chess game.

ZXCHESS II offers instant chess on its first leve, Level 0.
ZXCHESS II has ALL the features of ZXCHESS 1, plus the command for the computer to recommend a move.

THE BEST CHESS PROGRAM AVAILABLE FOR THE ZX81 16K
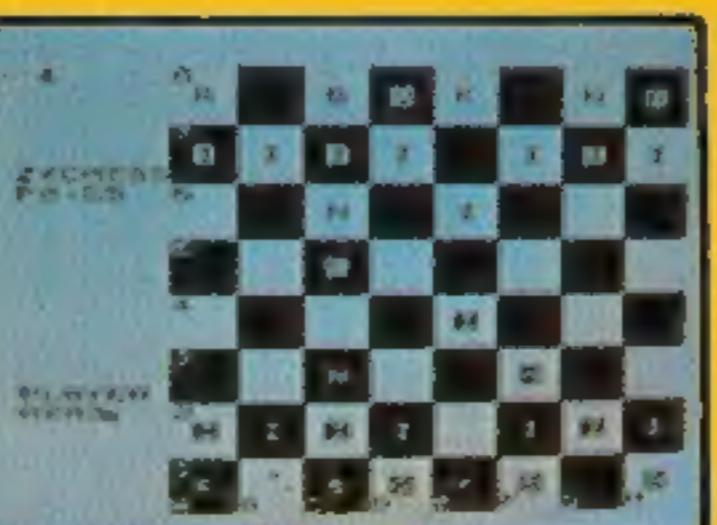
ACZ 002

SPECTRUM CHESS TUTOR

ANOTHER GREAT CHESS GAME FOR THE 16/48K SPECTRUM

Chess Tutor

This incredible program can show you how to play chess if required, as well as playing a strong game. It will allow all legal moves, castling, en-passant and pawn promotion while having the option to set up the board, recommend a move, show all your possible moves or save the game on tape.

SPECTRUM 16K/48K ACS 037
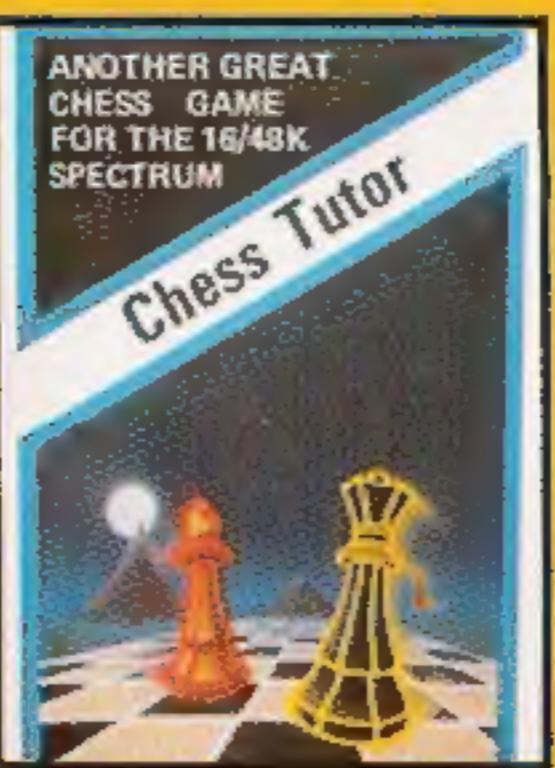
Educational

ABC

This program is aimed at primary school children 5-8 years old. It provides an excellent way to learn to spell. By pressing a letter on the keyboard a word beginning with that letter appear and a picture is drawn on the screen. The child is then asked to spell the word.
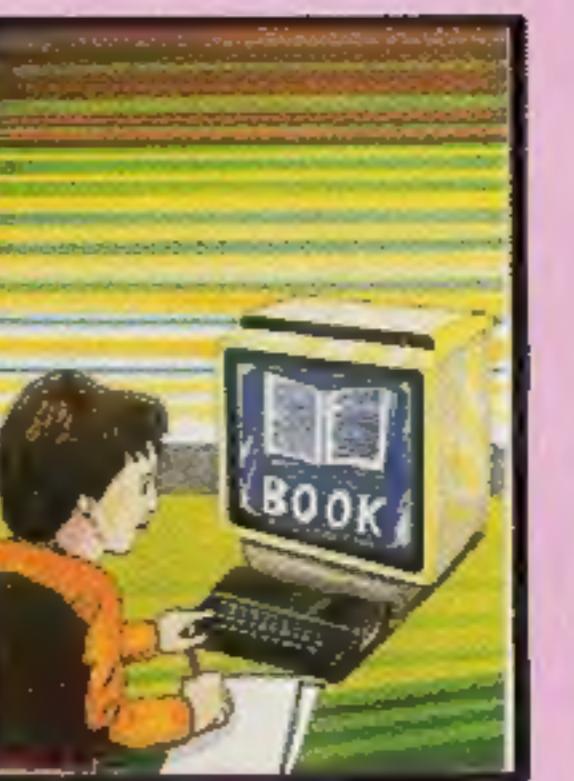
ACS068 **SPECTRUM 48K**

VOCABULARY TUTORS

The Vocabulary tutors are available for three languages: French, Spanish and German. The programs were compiled by language teachers and they say.

"Although a knowledge of vocabulary on its own will not make you a linguist, it is also true that to make any progress with a language you need first to acquire a basic vocabulary. The vocabulary tutor will enable you to obtain a knowledge of at least 600 words quickly and easily. It will allow you to test yourself at any time and obtain a quantitative measure of your progress. The two programmes recorded on each side of the cassette contain 300 foreign words and their English translation selected by experienced language teachers. The words are divided into categories and you can assess each individual category in turn or the whole data base if you desire. Each word is presented to you by the computer in a random order and you are asked to input the translation. The computer will keep a score of the number of correct answers. Correctly translated words will not reappear. The number of words in each category is given in the menu. In using the tutor you are advised to spend about 30 minutes learning each section before testing yourself with the computer. Initially translate from the foreign language to English then to consolidate your knowledge translate in the reverse direction. To check whether you are retaining your vocabulary go back to sections that you have learnt previously."
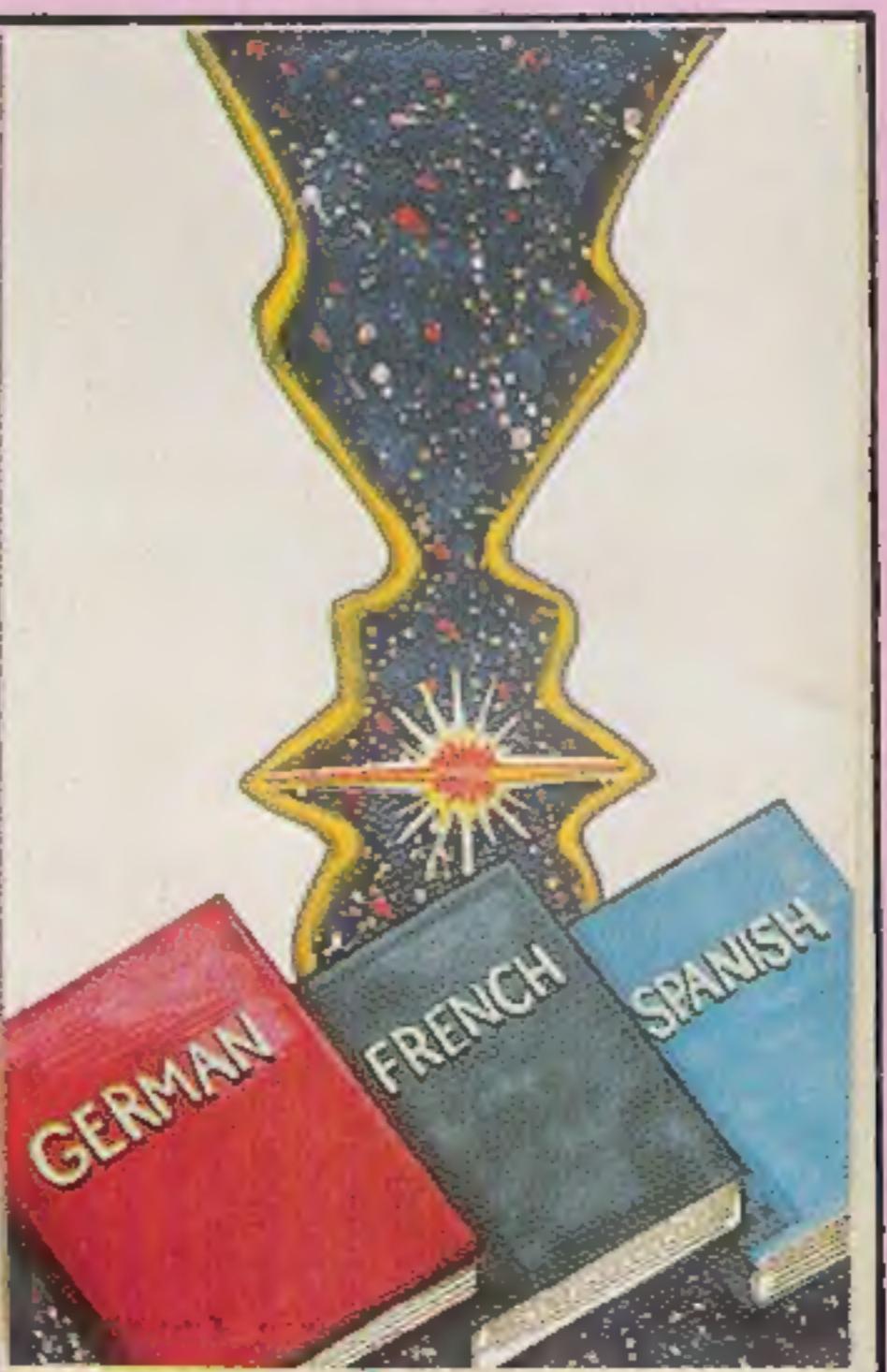
ZX81 16K
ACZ023 ACZ024 ACZ025

SPECTRUM 48K
ACS109 ACS110 ACS 111

Adventures

## ADVENTURE 'A'
PLANET OF DEATH

In this machine code program you find yourself stranded on an alien planet. On this planet you will meet various hazards, including aliens, little green men, some natural - some not. Your aim is to escape this planet by finding your captured and disabled space ship. You really are the commander of your computer.

COMMODORE 64

ZX81 16K   ACC088   **SPECTRUM 48K**
ACZ015   ACS059
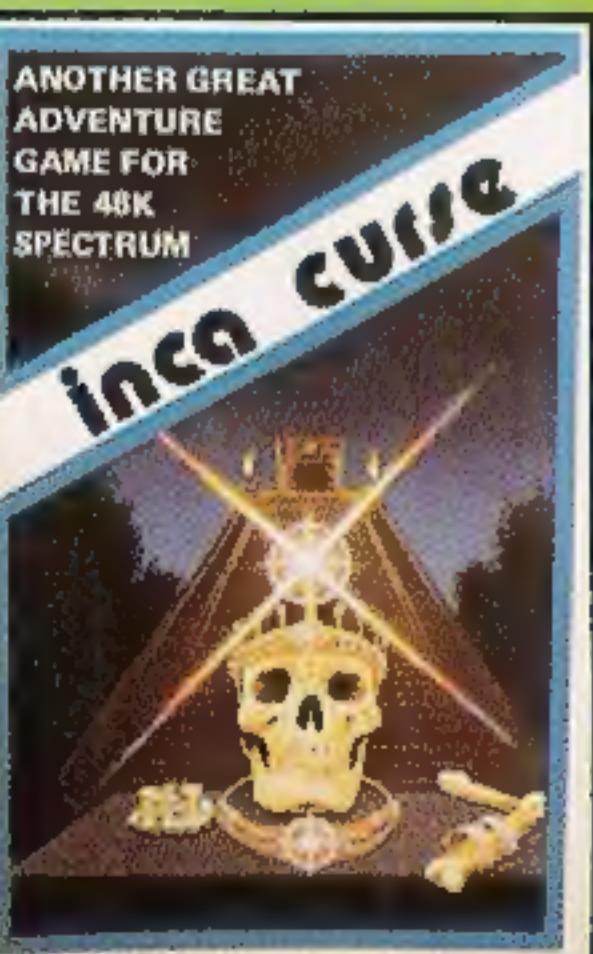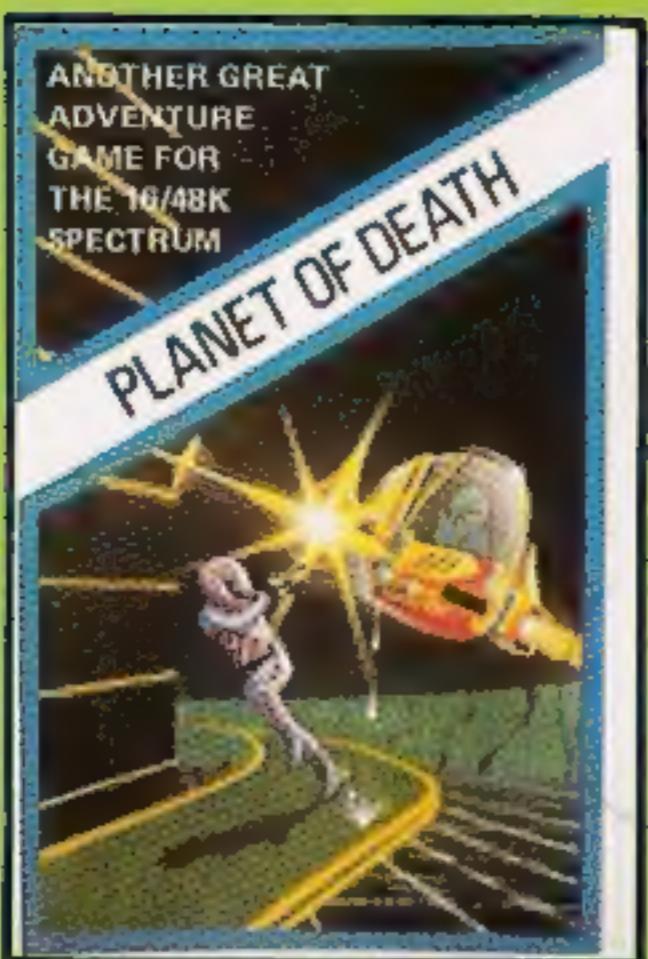
ADVENTURE 'B'
INCA CURSE

In this adventure you find yourself in South America in the jungle, near an - as yet - undisturbed INCA temple. Inside this temple you will find lots of treasure, your aim is to get out with as much treasure as you can. BEWARE, do not let greed be your downfall. Your adventure is complete when you have returned to the jungle clearing with treasure.

Cassette routines are available to save and load a game at any stage.

ZX81 16K   ACC089   **SPECTRUM 48K**
ACZ016   **COMMODORE 64**   ACS060

ADVENTURE 'C'
SHIP OF DOOM

While on reconnaissance in space, your ship has been drawn by a graviton beam towards an alien cruiser. Fred, your pet android, informs you that the cruiser is on a humanoid slave mission. Its mission is to seek out humanoid planets from which the inhabitants are taken as slaves and their brains replaced by microchips! Your aim is to escape alive having broken the GRAVITON hold on your ship. Fred will stay with you and assist you. Cassette routines to save the game on tape at any stage are included.   **COMMODORE 64**

ZX81 16K   ACC090   **SPECTRUM 48K**
ACZ017   ACS061
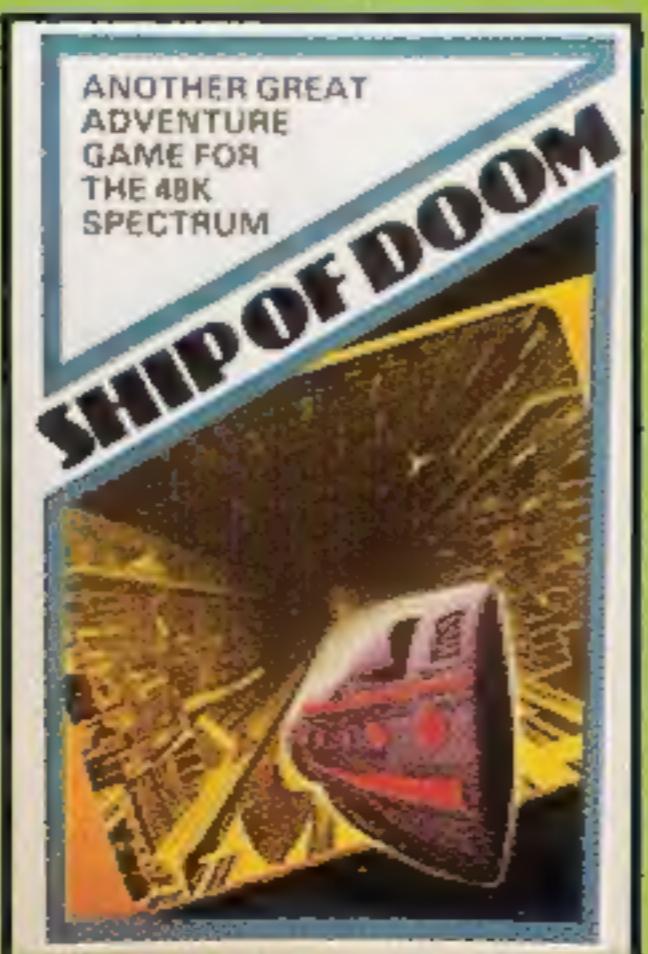
Adventures

ADVENTURE 'D'
ESPIONAGE ISLAND

You have to survive an engine failure whilst flying over an uninhabited island in the South Atlantic. Learn to treat the natives with respect, avoid cpature, harass the enemy and return with the island's secret.

Cassette routines are available to save and reload at any stage of the game.

COMMODORE 64   **SPECTRUM 48K**   **ZX81 16K**
ACC091   ACS062   ACZ018
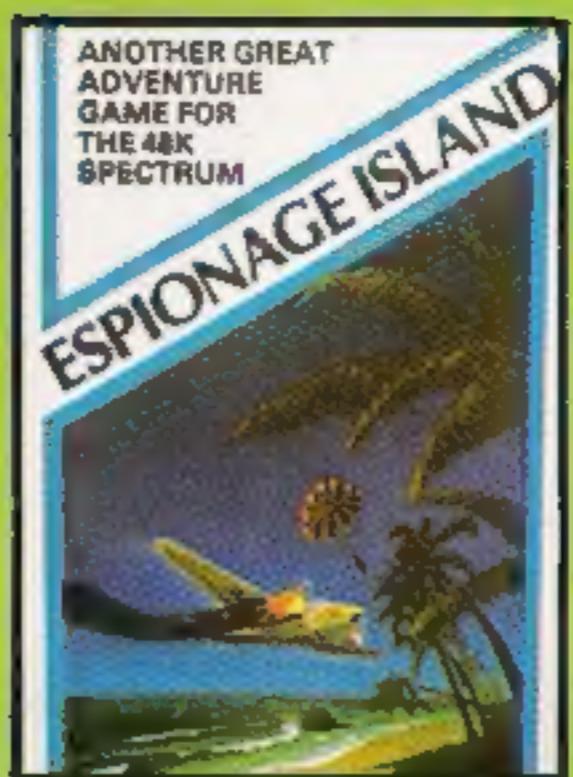
ADVENTURE 'E'
GOLDEN APPLE

The latest of our devious and tormenting adventures to amuse and entertain you. You must go on a quest to find the Golden Apple. You will find yourself in a Mansion, at Sea, and on an Island hunting for treasure.

Cassette routines are available to save and reload at any stage of the game.

48K SPECTRUM   ACS063

ADVENTURE 'F'
EYE OF BAIN

Whilst on an expedition to find a lost jewel 'The Eye of Bain', you are captured by natives and imprisoned in a grass hut. This is where the adventure really begins. Escape from the hut avoiding the villagers to find yourself possibly dying of thirst in a desert, being stung to death by bees, eaten alive by a bear and many other hideous possible endings.

The game includes full multi-screen graphics. Cassette routines are available to save and re-load at any stage of the game.
SPECTRUM 48K ACS105

ADVENTURE 'G'
GROUND ZERO

The aim of this adventure is to try and survive a nuclear attack. You do this by building a nuclear shelter or either by using the Town Hall shelter. To enable yourself to survive, once the bomb has gone off, you also have to collect rations and at the same time try and avoid the riots. All this has to be done within a limited time period, before the bomb goes off.

ACS106 **SPECTRUM 48K**
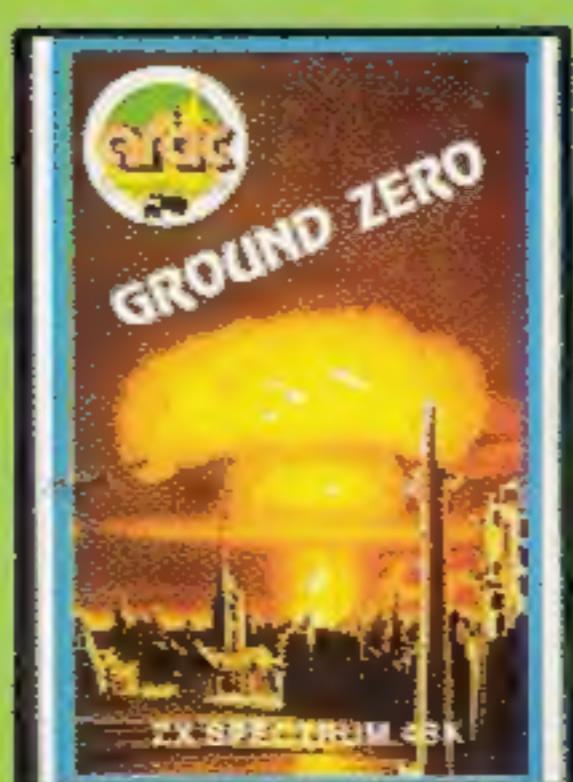
arac UTILITY PROGRAMS

ASSEMBLER

SPECTRUM 48K ACS066

ZX81 16K ACZ021

EDITOR Specially designed for Assembly language, it is a screen editor with a single cursor which you move in any of 4 directions about the screen. Functions accessed with shift keys are: cursor left, right up, down, character/line insert/delete, search for string, output to ZX-printer, indent label (for easy program reading), move cursor to top of text, restore line to original condition. The EDITOR employs partial up/down screen scroll (like modern word-processors) to allow rapid scanning through program & insertion/deletion of whole lines. It automatically puts the text into a REM LINE at line 2 (which it creates) which can be up to 31K long!

MONITOR Provides essential support facilities; 11 extra modes/commands, such as: Memory edit: provides a window into memory, scroll up/down, enter hex etc. Register inspect/modify, copy block, find 2-byte number, dump to printer, run M/C program, LOAD block of memory, SAVE block of memory, display summary of commands. Also given is a full status report on memory usage (give to nearest ¼K). It also contains many fully explained sub-routines (such as display character - the routine that the EDITOR uses), to make programming even easier.

A professional quality system written in 9K of machine code which will give you a phenomenal amount of power over your SPECTRUM. This powerful program has been used to write many of the most successful Arcade Games. The program consists of 3 main sections:

ASSEMBLER Highly versatile, high speed 2-pass mnemonic/label assembler. Assembles into line 1 REM by default, or anywhere with an ORG instruction. Pseudo instructions such as DEFB, DEFW, DEFS, EQU as used in some other Spectrum Assemblers are replaced with far more elegant methods (e.g. for DEFS simply enclose text in inverted commas). Comments can be included in text: upper/lower case accepted. The assembler traps any error and displays a relevant error message; the cursor is positioned on the faulty line. Labels up to 32 characters long; number of labels limited only to spare memory.

The whole package has been designed to be as user-friendly as possible (every MONITOR command briefly explains itself). Considerable emphasis has been placed on compatibility with BASIC: no problem to have a BASIC program with assembly code sub-routines. The documentation supplied explains the Assembler in depth, gives full instructions, examples and tips.

XBASIC

ACS115 **SPECTRUM ASSEMBLER II**
ALL THE ABOVE FEATURES + SINGLE STEP
* LIST LABEL TABLES * LIST SOURCE AND OBJECT CODE

XBASIC is an extension to the **BASIC** language on your Spectrum, giving you more than 20 new commands to greatly simplify writing **BASIC** programs, **XBASIC** is designed to be very simple to use, there is no list of **RANDOMIZE USR** addresses to remember, as all the commands have their own key word, prefixed by a ☆ to distinguish them from normal commands. The new keywords can be used either as direct commands or put into programs, and variables or complex expressions can be used instead of numbers as parameters. Single-key entry of the near keywords can be used if you wish.
Spectrum 48K

FORTH

16K ZX FORTH
48K SPECTRUM FORTH

WHY FORTH? The power of FORTH comes from its unusual Philosophy, which allows you to add new functions (called words in FORTH) to the language in order to match it to whatever you want to do. In other words you use FORTH to define your own language. FORTH need never be criticised for not having a particular command because you can always add it.

ADVANTAGES OF FORTH:
SPEED FORTH runs up to 10 times faster than an equivalent program in Basic. A FORTH program runs faster in slow mode than Basic does in fast mode.
INTERACTIVE When a definition is typed in, it is compiled immediately. But this compilation is so fast that the language is just as interactive as Basic. Once a word has been compiled into the FORTH 'dictionary' it can be used at any time with no further compilation. This makes program development much faster than languages like Pascal.
STRUCTURED FORTH is a structured language. It has IF...ELSE...ENDIF statement. BEGIN...UNTIL and
BEGIN...WHILE...REPEAT.
TRANSPORTABLE ZXFORTH is an implementation of the Forth Interest Groups FIG FORTH which is supported on many micro computers. Programs written on one implementation will run on other ones with little or no change.

QUICK DEVELOPMENT Program development is very quick with FORTH once you are used to it. One of the reasons for this is that the more programs you have written, the more words you have created which you can draw on for further programs.
FLEXIBILITY Because of its user-defined nature, FORTH is enormously flexible and its vocabulary can be matched precisely to a tasks requirements.
SIZE OF CODE Compiled code is extremely compact. Most of ZXFORTH is written in FORTH. It has over 250 commands and occupies only 6K of memory.
MATHS RANGE As standard, FORTH works on 16 bit numbers for its arithmetic and so can represent integers in the range - 32768 to 32767. ZXFORTH also includes some 32 bit arithmetic routines to work on integers in the range - 2147483648 to 2147483647. FORTH will also work in any number base from 2 (binary) to 36!
REVERSE POLISH FORTH works in reverse polish notation rather than normal infix notation. For example 3 + 7 becomes 3 7 + This is very fast and powerful when mastered because there is no need for brackets.
SPECTRUM FORTH SPECTRUM FORTH can also use the colour, sound, Hi-resolution and User Definable Graphics available on Spectrum.

ACZ020
ZXFORTH WILL BE SUPPLIED ON CASSETTE FOR THE ZX81 WITH

A USER'S MANUAL   KEYBOARD OVERLAY
EDITOR supplied on cassette written in FORTH
EDITOR MANUAL

ACS065
SPECTRUM FORTH WILL BE SUPPLIED ON CASSETTE WITH

USER'S MANUAL
EDITOR supplied on cassette written in FORTH
EDITOR MANUAL